

SNS-RW-USA

ART OF FIGHTING™



INSTRUCTION BOOKLET

TAKARA®

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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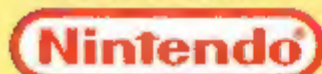
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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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After the mysterious disappearance of Takuma and the death of Ryo's mother in a tragic accident, Robert looked after the young Ryo while remaining the boy's toughest rival.

After a period of separation, these two meet once more to save the kidnapped Yuri, who is held in the urban jungle of SOUTHTOWN.

Will these two save Yuri? Will they reveal the identity of the kidnappers?

Hey, it's up to you!!!

Albert Garcia
An Italian businessman and a close friend of Takuma's.



Father and son



Robert Garcia
He is just as concerned about Yuri's safety as Ryo is. He prides himself on being Ryo's equal in combat.



Mr BIG
The organizer of the South Town Street Fight, and a man who uses his money for evil purposes. Ryo is a continual irritation to him, as he hasn't been able to get rid of him no matter how much money he spends.

John Crawley
He was famous for being a top-class fighter pilot when he was a captain in the navy. One day, however, he was shot in an unguarded moment down by the enemy, and Mr BIG saved his life. The day will no doubt come when he will repay the favour...



Close friends
(Mr BIG saved Crawley's life)

Micky Rogers
Smuggles military weapons that he receives from John - together they run a very profitable business. Could it be that his love of money was caused by something that happened to him in the past?



Partners in a smuggling operation

Employer and employees



Jack Tanner
Makes money by participating in Mr BIG's evil doings, and by hustling behind the scenes. However, he aims to eventually overthrow Mr BIG and take control himself.

Partners in crime

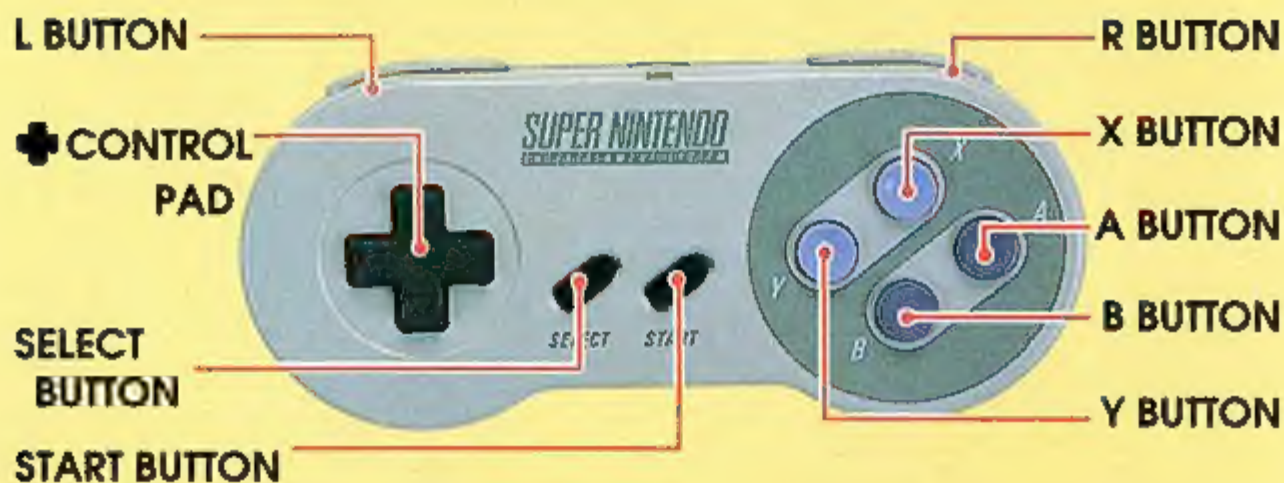


King
The bouncer at a restaurant run by Mr BIG. He once had the bitter experience of being beaten in a fight by the gang led by Jack.

Linked by fate



USING THE CONTROLS



➤ CONTROL PAD:

- Up ↑ Vertical jump
- Right and up ➡↑ Jump forwards
- Right ➡ Move forwards
- Right and down ➡↓ Crouch
- Down ↓ Crouch
- Left and down ←↓ Crouch
- Left ← Retreat
- Left and up ←↑ Jump backwards

• Pushing the ➤ CONTROL PAD twice in rapid succession allows your character to dash (either forwards or backwards).



X BUTTON:

Punch button. Push repeatedly to increase your spirit gauge.

Y BUTTON:

Kick button. Push repeatedly to increase your spirit gauge.

R BUTTON:

Mainly used in conjunction with the A and B BUTTONS (the L BUTTON can also be used).

X BUTTON and then R BUTTON—Power punch

Y BUTTON and then R BUTTON—Power kick

R BUTTON and X BUTTON together—Weaker punch

R BUTTON and Y BUTTON together—Weaker kick

A BUTTON:

The "RAZ" button. Push this to reduce your opponent's spirit gauge by a fixed amount.

OPTIONS MODE:

Use the OPTIONS mode to reset the order in which the buttons are used to suit your own preferences.

All the special attack messages that appear during game play are based on the normal arrangement of the Punch and Kick buttons. If you change the button arrangement in the OPTIONS mode, be sure to make a note of how the arrangement has changed. Please refer to page 9 for details about the OPTIONS mode.





STARTING THE GAME



Insert the game pak into your Super Nintendo Entertainment System and turn the power on. The ART OF FIGHTING title screen will be displayed.

Press the START BUTTON to bring up the Game Mode Selection screen. You may now choose to play in 1P-STORY MODE or 2P-VERSUS MODE, or enter the OPTIONS menu.





OPTIONS MODE

Choose an item by pushing up or down on the **+** Control Pad, and then alter the setting by pushing left or right.

GAME DIFFICULTY:

Choose any of 8 increasingly difficult levels.



GAME TIME:

Sets the countdown timer for each round. There is no time limit if set to ∞.

ROUND:

Choose to play either 1 Round or 3 Rounds. The game is automatically set at 3 Rounds. When playing only 1 round, the first player to defeat the other player wins.

BUTTON CONTROL:

You can change and rearrange the three buttons used for Punch, Kick, and Throw into any order desired. Choices are made by pushing up/down with the **+** Control Pad, choosing the item and then pressing the button you now want to use.

SOUND MODE:

Choose from either MONO, STEREO, or STEREO (EXP). STEREO (EXP) has an even better sound quality than STEREO.

When using a mono television set, select MONO. The game is normally set at STEREO. If STEREO is selected when using a mono television set, the sound may be patchy in places.

RETURN TO THE GAME SELECTION SCREEN BY PRESSING THE START BUTTON



SELECTING GAME MODES (STORY MODE)

Choose STORY MODE (1-
Player) with the **+** CONTROL
PAD and press the A BUTTON.



• STORY MODE

This mode allows you to choose
from RYO or ROBERT. Battle
the Southtown Bad Guys and
save Yuri. Also experience the
exciting BONUS STAGES and
the dazzling story screens.



• SELECTING PLAYERS

Match the indicator to the
desired character and push the
A BUTTON. In STORY MODE
you can choose from RYO or
ROBERT.



SELECTING GAME MODES (1P VS COM MODE)

In 1P VS COM MODE, you can
choose to fight using either
RYO or ROBERT, and you can
also choose the opponents you
wish to compete against.



SELECTING GAME MODES (VS MODE)

Choose VS MODE with the **+** CONTROL PAD and press the **A** BUTTON.

• VS MODE

In VS MODE you can choose from 10 characters. It is also possible to choose the same character, too (i.e., Robert vs. Robert).



BONUS STAGE

The Bonus Stage appears at various points in STORY MODE. In completing the Bonus Stage successfully, your power will increase and you will be taught a new Super Attack.

After completing the Ultra-Super Attack screen, you should be able to master a new Super Attack.

BOTTLE CUT

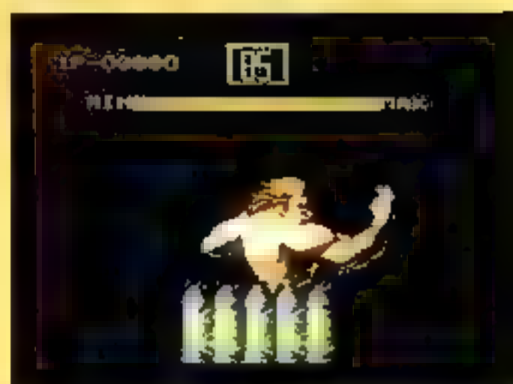
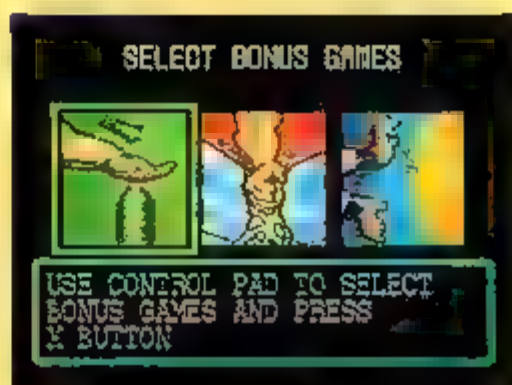
Chop the necks off all of the soda bottles. If successful, your "SPIRIT" gauge will increase.

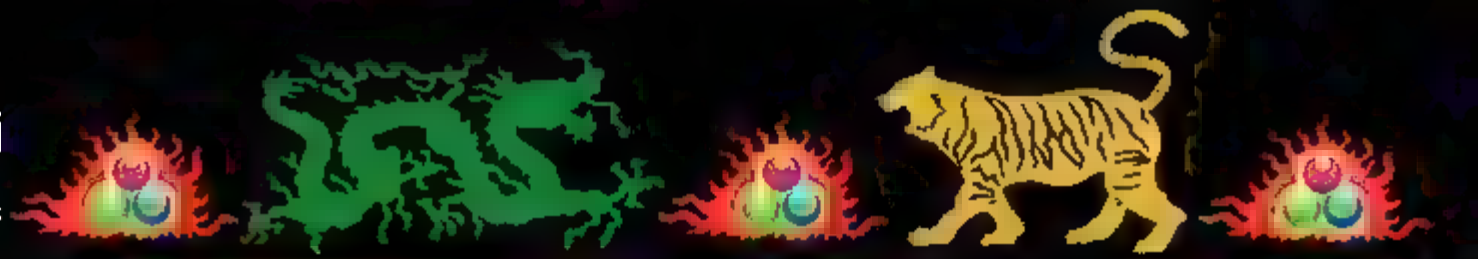
ICE PILLAR SMASH

Break all of the ice blocks in one blow. Do so, and your Power gauge will increase.

INITIATE SUPER FIRE BLOW

In a specified time, you must use a given Super Attack a given number of times. If you can do so, your Super Attacks will consequently become more powerful.





CONTINUE

When the Game Over indication appears on the screen, a number will appear on the screen. This is the number of times you can continue the game. When the counter reaches 0, the game is really OVER. CONTINUE is not applicable in 2-Player Mode (VS MODE).



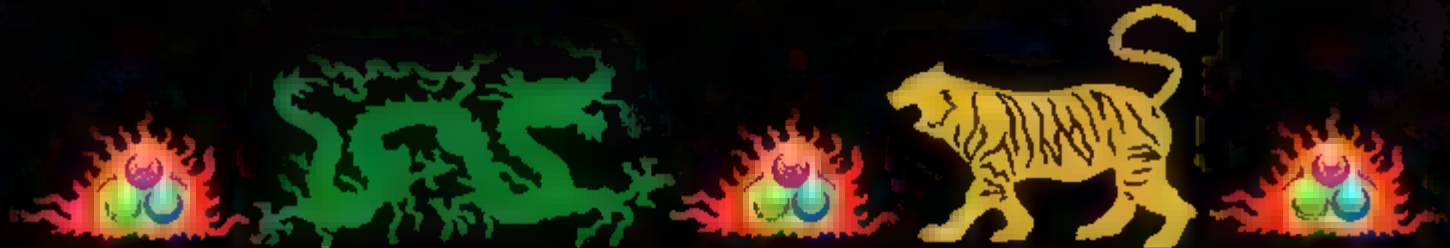
“SPIRIT” GAUGE AND RAZ BUTTONS

After using your SUPER ATTACKS, your “SPIRIT” level will decrease. To restore your “SPIRIT”, press down either the X or Y BUTTONS. BUT BE CAREFUL! While restoring your “SPIRIT” power, you are vulnerable to attack. Use this function wisely.

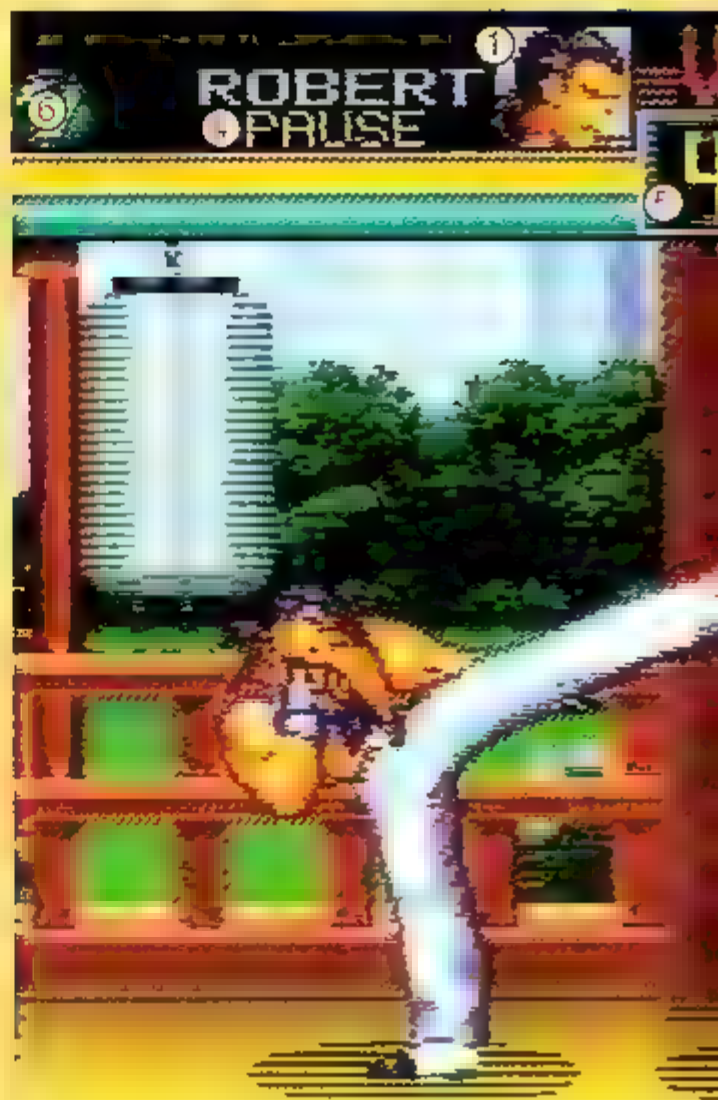
To reduce the “SPIRIT” of your opponent, push the “RAZ” A BUTTON. Pushing this button allows your character to tease the opponent and reduce his energy.

- Successfully completing the BONUS STAGE will increase your SPIRIT and POWER gauges.





DESCRIPTION



- ① Player's face.
- ② SPIRIT gauge. CAUTION: Your SPIRIT will decrease based on the SUPER ATTACK you use. Based on your remaining SPIRIT level, the power of your SUPER ATTACK will be affected.
- ③ STRENGTH gauge. Based on the damage your player takes, the level will decrease. If your STRENGTH level is exhausted, YOU LOSE!!!



OF THE SCREEN



- ④ **CURRENT SCORE.** Displays your current score. In VS MODE, no score will appear.
- ⑤ **MATCH TIMER.** Displays time remaining in the current round.
When the timer reaches 0, the round is over.
- ⑥ **VICTORY MARK.** Displays the number of rounds you have won or lost.



RULES OF

- Each match consists of 3 rounds
When a player hits 3 rounds he
wins the match
- When the power level of either
character is used up that character
loses the game is the player who
is still standing
- One round is made up of 60 counts
When the time limit is reached the
character with the highest
STRENGTH level wins





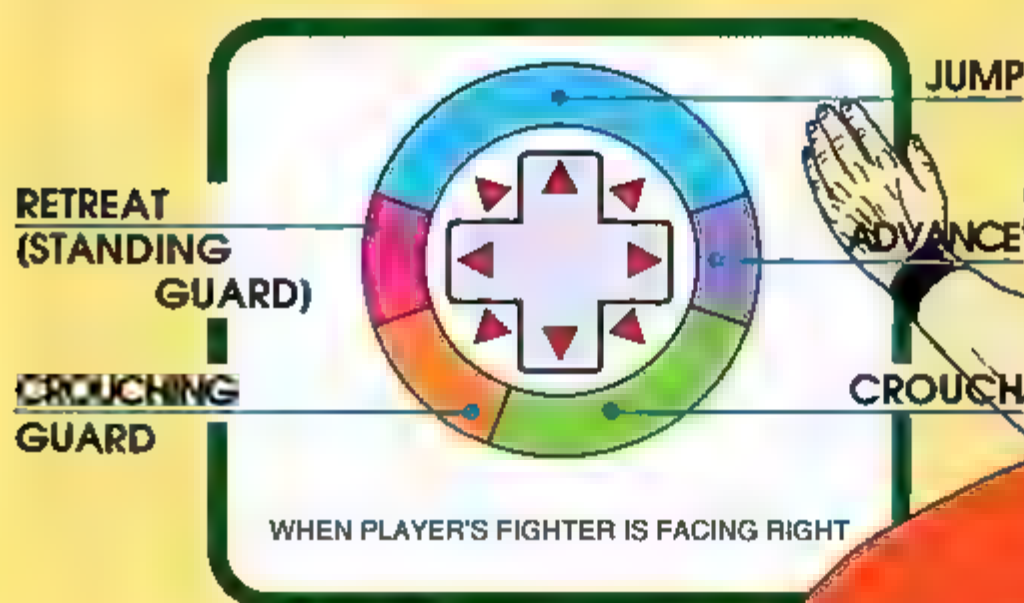
THE GAME



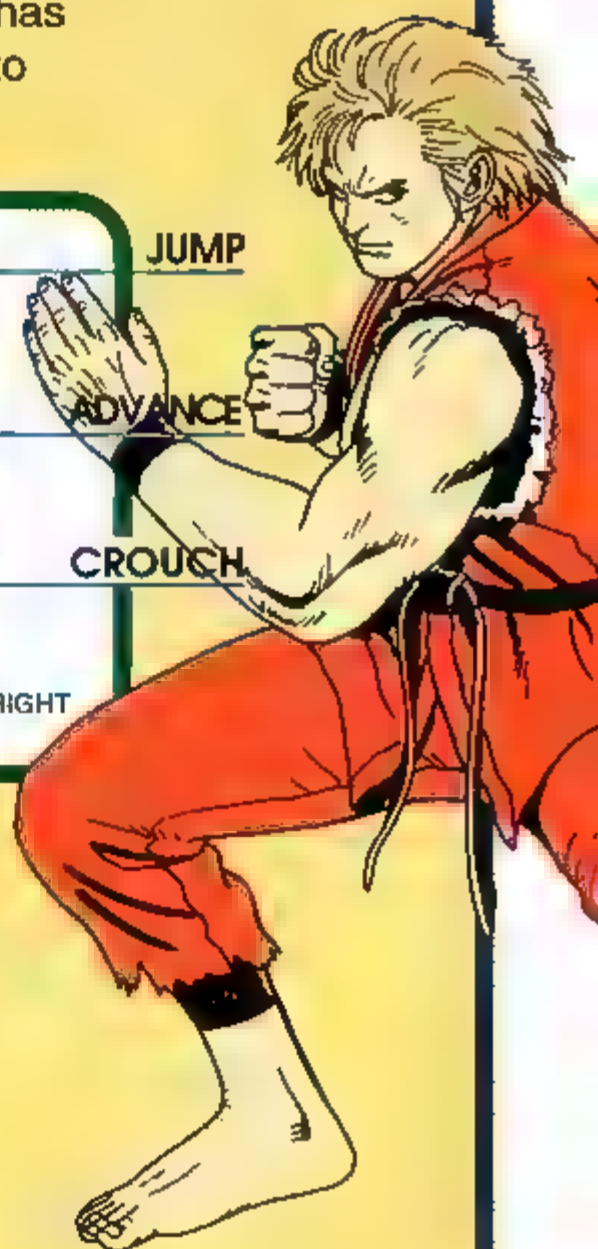


BASIC PLAYER MOVES

The first step towards becoming the victor is to master the basic moves. Dash to move quickly. Guard to block your opponent's attacks. Co-ordinate button timing to make attacks stronger. Each character also has his own special attacks. It's up to you to perfect your skills in battle!



[Mr. Big cannot jump]





PUNCHES / BODY BLOWS / POWER PUNCHES

Press the X BUTTON to punch. Hold the R BUTTON down and press the X BUTTON to do a body blow attack. If you hit the R BUTTON straight after pressing the X BUTTON, you can do a power punch which will cause your opponent a lot of damage. However, when doing a power punch you cannot defend yourself as effectively, so you will be more vulnerable to an enemy counter-attack.



RAZZING YOUR OPPONENT

Press the A BUTTON and your character will go into the "RAZ" pose, which will reduce your opponent's SPIRIT level by a set amount. However, you are vulnerable to attack when in this pose, so only use it when there is a sufficient distance between you and your opponent. Use it in VS MODE to tease and raz your friend.



KICKS / LOW KICKS / POWER KICKS

Press the Y BUTTON to kick. Hold the R BUTTON down and press the Y BUTTON to do a low kick. If you hit the R BUTTON straight after pressing the Y BUTTON, you can do a power kick which will cause your opponent a lot of damage. However, when doing a power kick you cannot defend yourself as effectively, so you will be more vulnerable to an enemy counter-attack.

SPIRIT RESTORATION

If you hold either the X or Y BUTTONS down for a set period of time, you can restore your SPIRIT level. Once your SPIRIT level gauge has started increasing, you can release the button and the level will continue to increase. Restore your SPIRIT level when you have a breathing space and then attack with a special attack!



SPECIAL ATTACKS

Using different **CONTROL PAD** and button operations you can use each character's special attacks, which are very powerful. However, each time you use a special attack your character's SPIRIT level will go down by a set amount. Be careful - if you use a special attack when your SPIRIT level is too low, the attack will have a reduced range and power.



DASHING

If you press the **CONTROL PAD** rapidly twice in the direction of your opponent, your character will dash towards him. If you press the **CONTROL PAD** rapidly twice in the opposite direction, your character will dash away from your opponent.





CHARACTERS AND THEIR SPECIAL ATTACKS

Guide RYO or ROBERT through peril-filled SOUTHTOWN. Successfully defeat the 6 baddies who lie in wait and find where Yuri is being held. Discover and master your chosen characters SUPER ATTACKS. Meet the other mysterious Masters of Mayhem who hold Yuri. Uncover the DEEP DARK SECRET that is buried in the bowels of SOUTHTOWN!!!

RYO ROBERT YAGI LEE



RYO



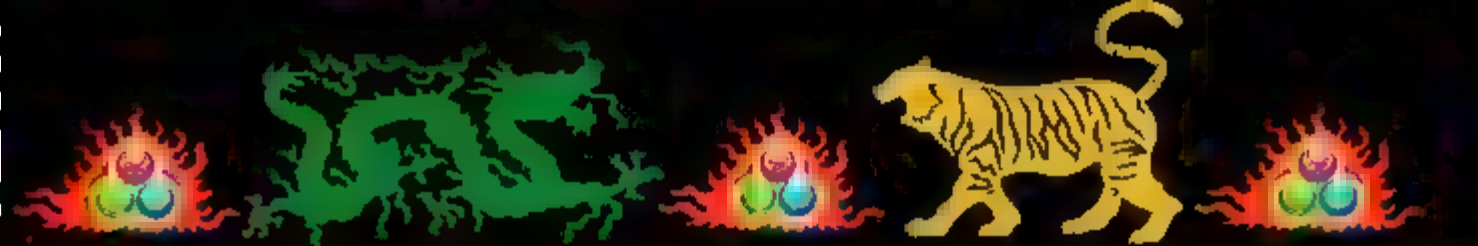
ROBERT



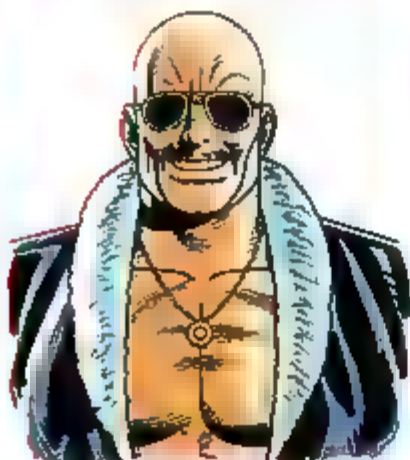
YAGI



LEE



The real ruler of
South Town



MR. BIG

The Invincible
Fighter



MR. ???



KING

JOHN

MICK

ROBERT



HIS LOVE FOR HIS SISTER CHANGED TENDERHEARTED RYO INTO A FIGHTING MASTER

RYO SAKAZAKI



So... of the respected

KYOKUGENRY Master Takuma

Sakazaki. Orphaned at the age of 10,

he now lives with his kind sister, KUNO.

After KUNO is kidnapped, the

Invincible Dragon is awakened.

He plunged headlong into the danger

battlezone. SOUTHTOWN.



RYU GEKI KEN

(Great Ball of Fire)

↓ ↘ → + X BUTTON



HIENSHIPPUKYAKU

(Legs of Flying Heat)

↘ → + Y BUTTON



ZANRETSU KEN

(Thresher Punch)

→ ← → + R BUTTON



WHEN THE TIGER HOWLS, THE SUPREME FIGHT STARTS.

ROBERT GARCIA

ROBERT GARCIA is the youngest student sent to the world-famous IMPERIAL ACADEMY to study the mysteries of KYOKUGENRYU karate under the tutelage of ALBERT, its longest-serving TANKUMA SAKAZAKI. After the death of RYO's father, ROBERT watched over the young boy, building him up with friendship. ROBERT remains however RYO's ultimate foe.



KOH OH KEN
(Breath of the Tiger)
↓ ↘ → + X BUTTON



HIENSHIPPUKYAKU
(Legs of Flying Heat)
↘ → + Y BUTTON



GENEIKYAKU
(The Great Spirit Kick)
→ ← → + R BUTTON



THE JAPANESE FIGHTER

RYUHAKU TODO

Disciple of traditional Japanese martial arts, he uses his fighting techniques to take his opponents down.



KASANEATE (Layers of Lumps)

↓ ↘ → + X BUTTON



HARD PUNCH

R BUTTON + X BUTTON



MUSCLES OF THE TERRIBLE TYPHOON

JACK TURNER

Known as the "Terrible Typhoon", he can open doors and gates in the Black Gate. An agent of M. Bjo, he is known for his ability to follow his instincts. He devastates any one who crosses his path.



Ultra-Drop Kick

↙ → + Y BUTTON



Burning Knuckles

↓ ↘ → + X BUTTON



Sliding Kick

↓ ↘ → + Y BUTTON



LEGENDARY ACROBAT CLOWN

LEE PAI LONG

Master of Chinese martial arts and noted expert on Chinese medicine. He now works as the director of the Southtown Prison. A former adversary of RYU's father, he now faces the son.



HYAKURETSUSEMPUKYAKU
(Fanblade Kick)
↓ ↘ → + Y BUTTON



HYAKURETSU KEN
(The Hundred Blows
of Fist)
→ ← → + R BUTTON



TEKKO KEN KIRIAN
(Iron Talon Slice)
↓ ↘ → + Y BUTTON
• LOW ORBIT
↓ ↘ → + X BUTTON



ELEGANT THAI STYLE KICK BOXING MAGIC

KING

Employee of the mysterious Mr. Big, King's skills have spread to Thailand. King mastered the fighting art of MUAY THAI. King is the bouncer at Mr. Big's restaurant, where he often is seen reading the works of Gertrude Stein.



2-LAYER FLYING KICK
↓ ↘ → + Y BUTTON



VENOM STRIKE
↓ ↘ → + Y BUTTON



REPPUKYAKU (Whirlwind Kick)
↓ ↘ → + Y BUTTON



CHAMPION OF THE DARK SIDE

MICKY ROGERS

The rage pugilist Micky Rogers is a former prizefighter who became a criminal after he accidentally killed a man. He is now in Southtown searching for his brother who has been kidnapped and is known as Bad Manley.



ROLLING UPPER
↓ ↘ → + Y BUTTON



BURNING UPPER
↓ ↘ → + X BUTTON



A MADMAN WITH NO FEAR

JOHN CRAWLEY

The psychotic Madman John Crawley is a former prizefighter who became a criminal after he accidentally killed a man. He is now in Southtown searching for his brother who has been kidnapped and is known as Bad Manley.



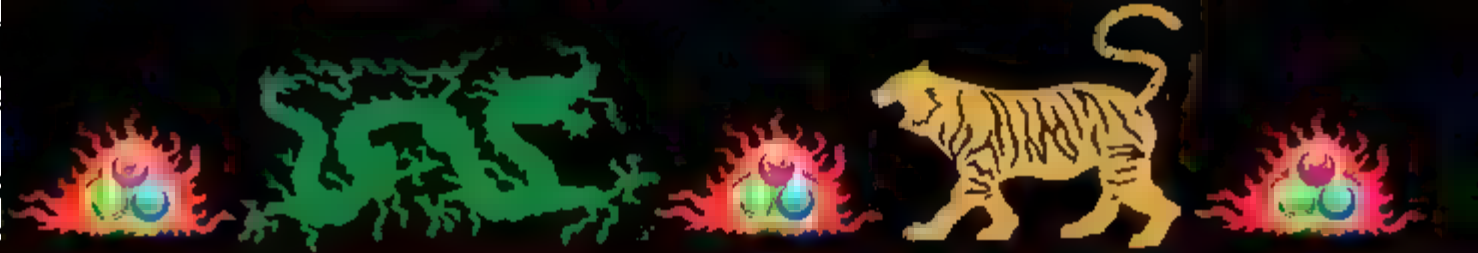
FLYING ATTACK
↗ → + X BUTTON



OVERDRIVE KICK
↓ ↗ ↘ + Y BUTTON



MEGA SMASH
↓ ↘ → + X BUTTON



THE REAL RULER OF SOUTH TOWN

MR. BIG

Mr. Big is the real ruler of South Town. He is a powerful man who can control the city. He is the only one who can control the city. He is the only one who can control the city.



SUPER BLASTER

↓ ↘ → + X BUTTON



CROSS DIVE

↓ ↘ → ↙ ↑ + X BUTTON



THE INVINCIBLE FIGHTER

MR. ???

Mr. ??? is the invincible fighter. He is a powerful man who can control the city. He is the only one who can control the city. He is the only one who can control the city.



RYU GEKI KEN

(Great Ball of Fire)

↓ ↘ → + X BUTTON



HIENSHIPPUKYAKU

(Legs of Flying Heat)

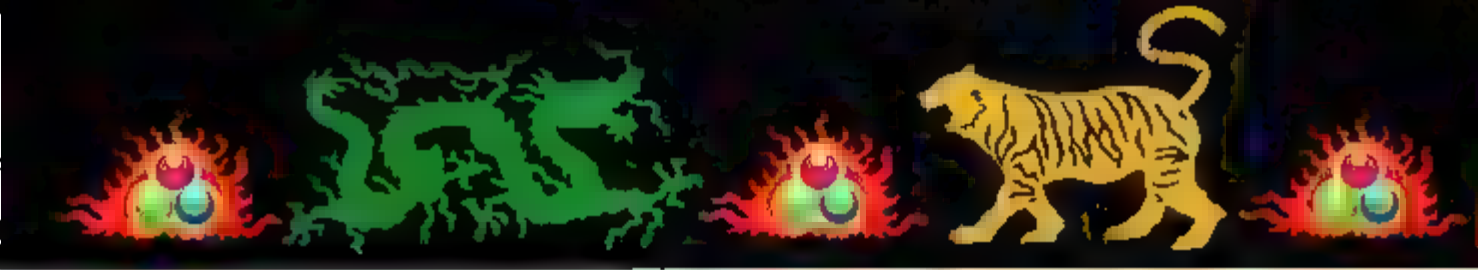
↙ → + Y BUTTON



ZANRETSU KEN

(Thresher Punch)

→ ← → + R BUTTON



POWER POINTERS

The game is divided into 8 difficulty levels, from 1 (EASY) to 8 (HARD). It is possible to look at enemy character Super Power Attacks when you clear the game at each difficulty level. For example, if you clear STORY MODE with the difficulty level set at 1, you can learn what KARATE's Super Power Attack is at the end of the ending sequence.

When you've cleared all the levels, you will have learned all the enemy character Super Power Attacks, which will give you the winning edge over your friend when playing in VS MODE.





SUPER POWER ATTACK



RYUKORANBU (FINAL COUNTER ATTACK)

↓ ↘ → + R BUTTON → X

(can only be used when your STRENGTH GAUGE is low)



Memo



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